

7-27-2017

# Game On: Teaching Research Methods to College Students Using Kahoot!

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## Recommended Citation

Atilano, Maria, "Game On: Teaching Research Methods to College Students Using Kahoot!" (2017). *Library Faculty Presentations & Publications*. 56.

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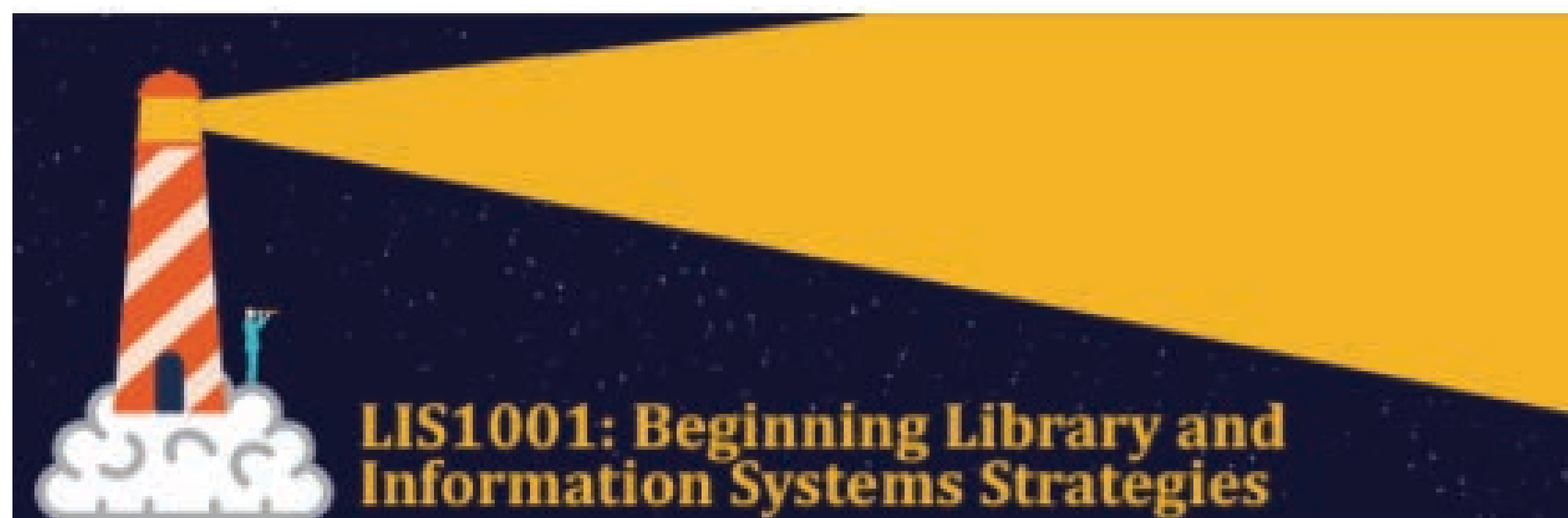


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## INTRODUCTION

Kahoot! is a free, online gamification tool and learning platform. Educators can create and share interactive quizzes in the classroom, with an unlimited number of participants.

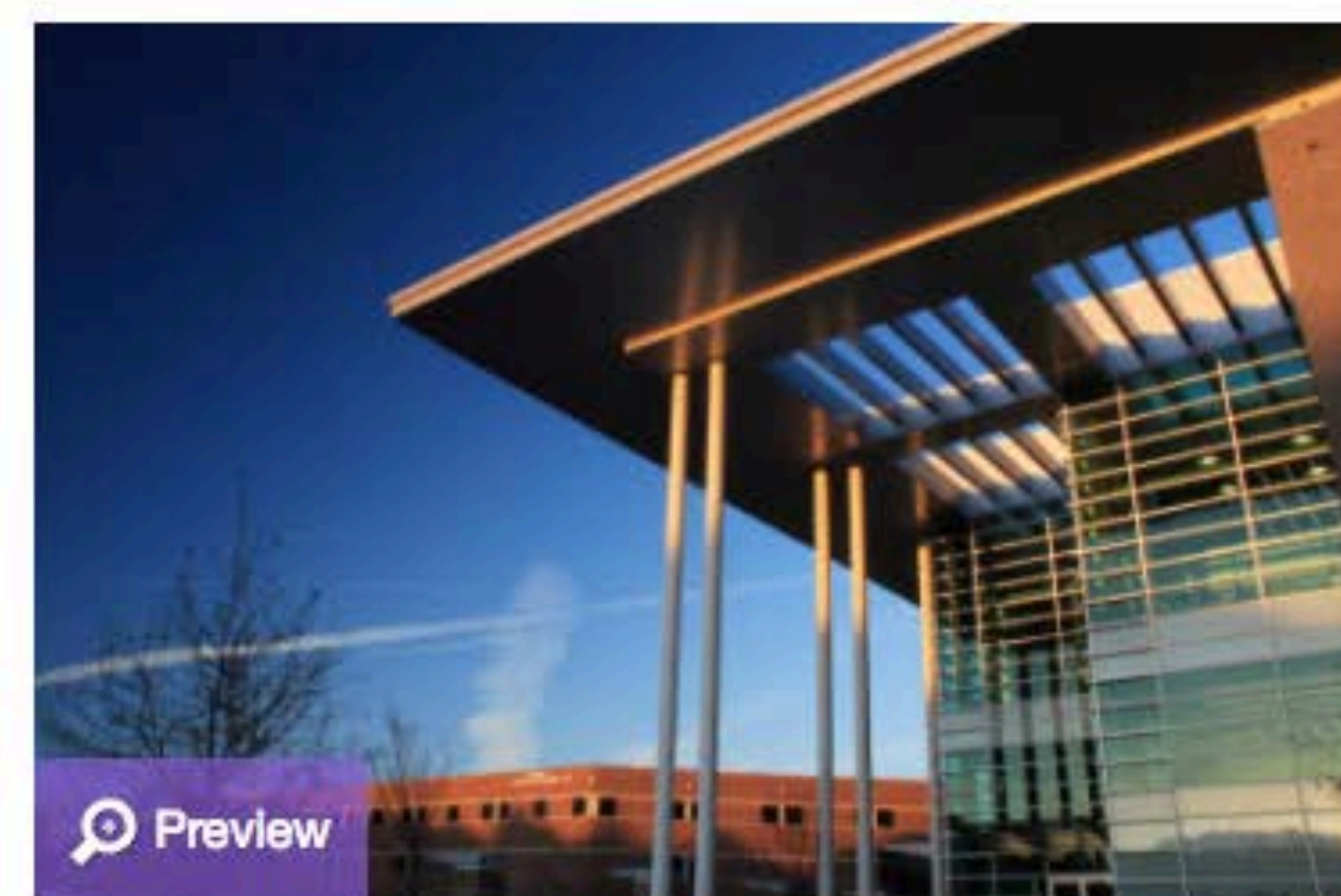
## IN THE LIBRARY



UNF's Thomas G. Carpenter Library offers a 1-credit course taught by librarians. In the first half of the semester, students learn how to navigate databases and the library's discovery tool; how to evaluate and differentiate between scholarly and popular sources; and the major components of source types like newspapers, magazines, journals, and trade publications.

The course follows a flipped-classroom model, where students do assigned work ahead of time, then come to class prepared to put into practice what they've learned.

## MAKE LEARNING AWESOME!



### LIS1001 Super Major Awesome Recap

A mid-semester recap for a #college #library #instruction course

Play ▶

Challenge ⚔

Preview 🔍

Favorite ★

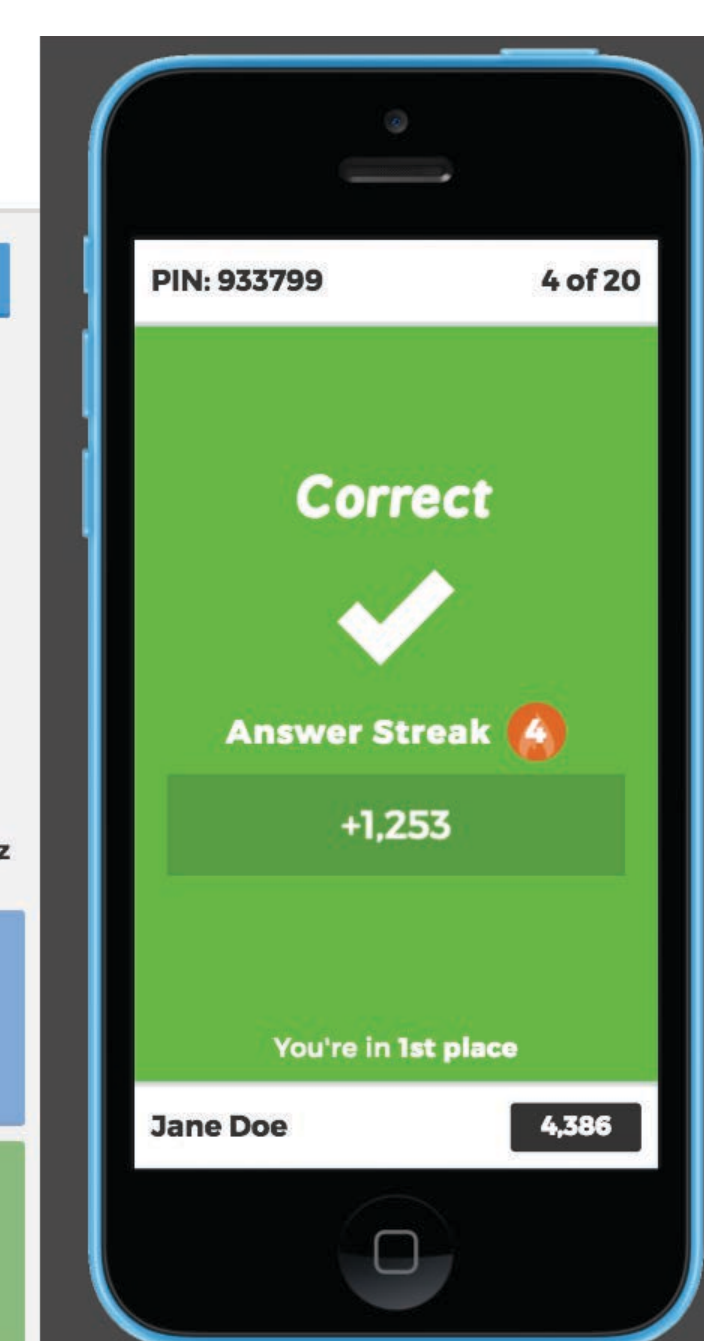
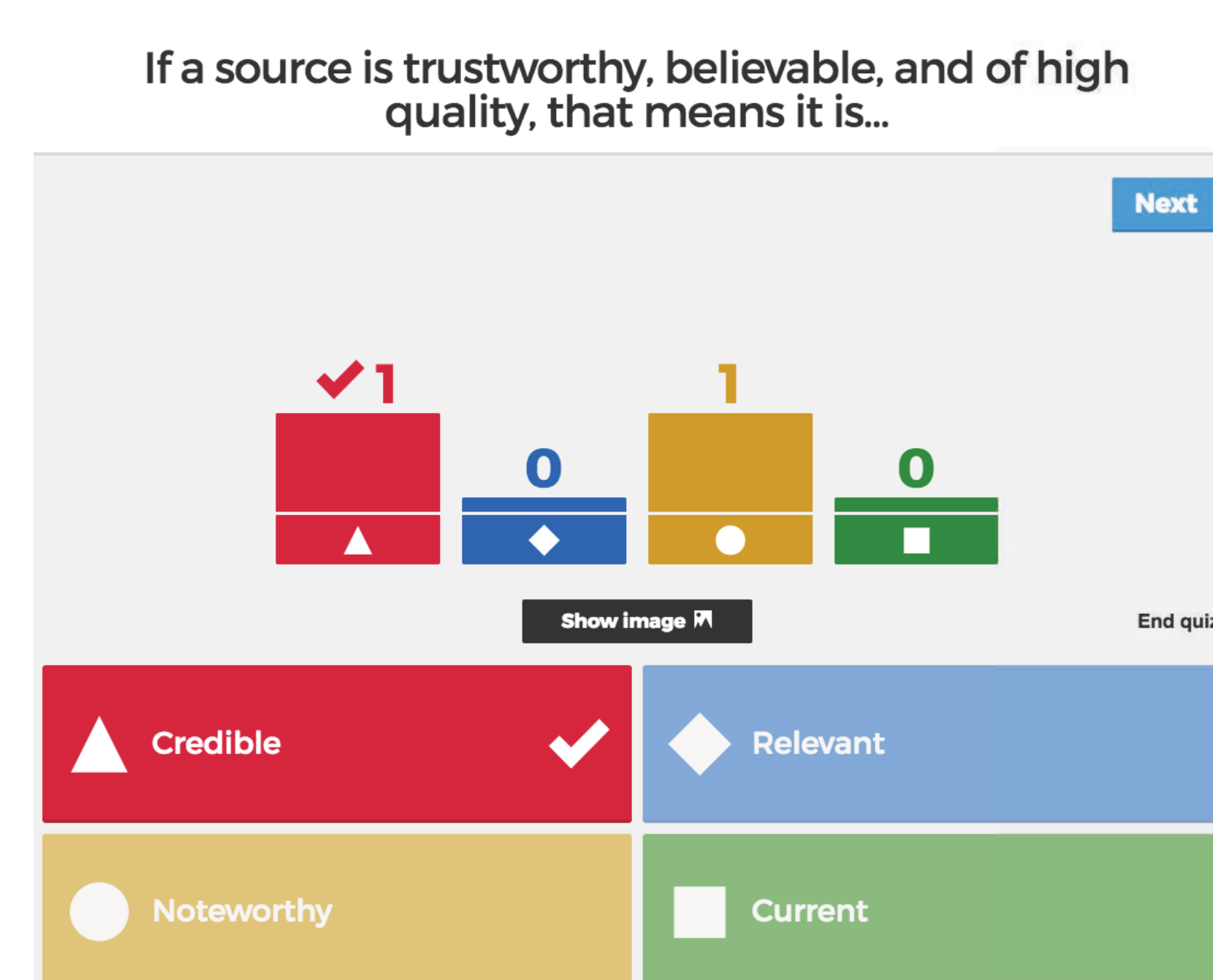
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Kahoot! is colorful, approachable, and customizable. Students are actively engaged and motivated to do well. Points are awarded for correct answers, and a scoreboard regularly reminds everyone who is on top. 23 students participated in Fall 2016, and 13 participated in Spring 2017.

The LIS1001 Super Major Awesome Recap quiz is used as a mid-semester review. 20 questions are played in random order, with four choices given for each. Questions range from "What is the name of the UNF Library's Discovery Tool?" to "What does the **P** in CRAAP test stand for?"



### Scoreboard

Jane Doe	5,632
John Smith	1,841

## RESULTS

### What did students think of the quiz?

- "It was interactive and not simply facts."
- "The kahoot helped me to review"

LIS1001 Super Major Awesome Recap	
Played on	18 Oct 2016
Hosted by	mdatitano
Played with	23 players
Played	17 of 20 questions
Overall Performance	
Total correct answers (%)	78.71%
Total incorrect answers (%)	21.29%
Average score (points)	11998.04 points

Kahoot! provides detailed data and statistics for each game played. Based on the LIS1001 results, we know students struggled on questions regarding scholarly vs. popular sources, and evaluation practices. The syllabus for Fall 2017 was updated to spend more time on these topics.

- **Fall 2016:** 78.71% answers were correct
- **Spring 2017:** 74.32% answers were correct

Students responded so well to the mid-semester recap that we plan to create a second quiz covering topics from the entire semester. This will be implemented in Fall 2017.

Play the game at <http://bit.ly/2vI9Wm2>